

Design Elements

In designing Fortress Desire 2 Learn, we took into consideration the ‘principles of good computer game design’ according to Prensky (2001). Prensky argues that there are six elements that have occurred in every successful game throughout history (2001, p. 133). The six elements are:

Balance

Balance leaves the player feeling that the game is challenging but fair, and neither too hard nor too easy at any point.

Creativity

Creative here is the opposite of formulaic. Good games are not merely clones of other games, but add something original.

Focused

Focus is figuring out what is fun about *your* game and giving the player as much of it as possible, without distraction.

Character

It’s a game’s depth and richness. Both the character and the characters in a game, if fully developed, are what are memorable.

Tension

Every good game does it in its own way. The classic way is to make the player care about the goal of the game, and then make it hard to achieve.

Energy

This comes from things such as movement, momentum, and pacing. The game’s energy is what keeps you playing all night or rejuvenates you after a hard day.

Reference:

Prensky, M. (2001). *Digital game-based learning*. St. Paul, MN: Paragon House.